TAITO

TAITRONICS

BLUE SHARK

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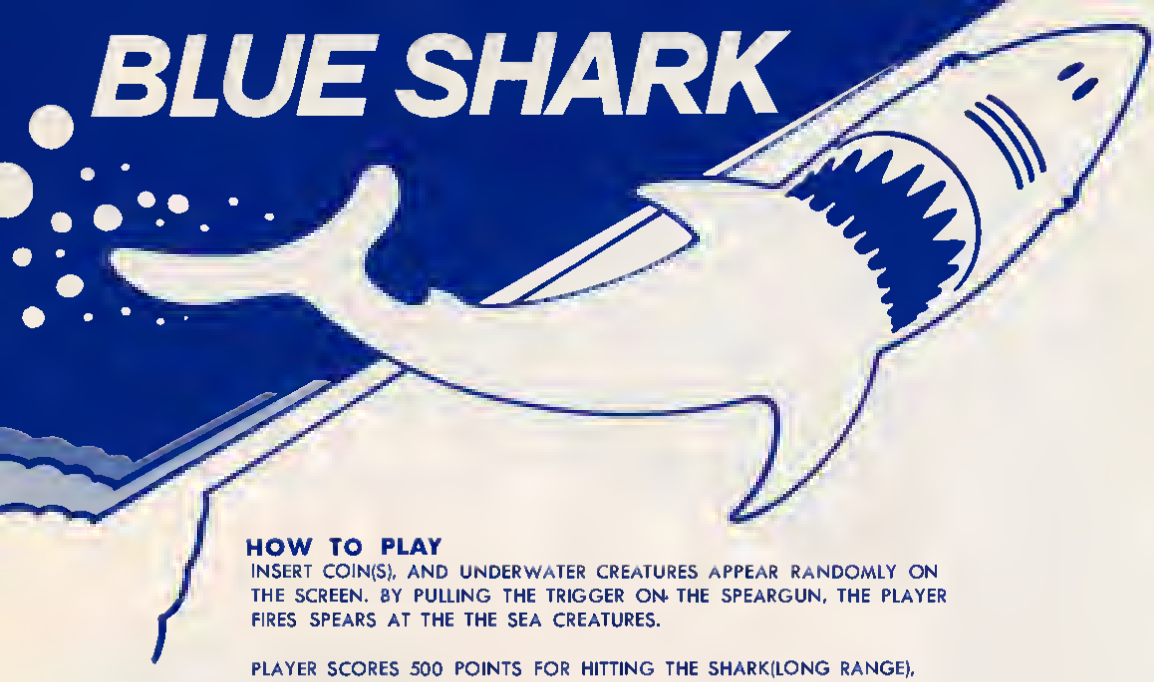

HOW TO PLAY

INSERT COIN(S), AND UNDERWATER CREATURES APPEAR RANDOMLY ON THE SCREEN. BY PULLING THE TRIGGER ON THE SPEARGUN, THE PLAYER FIRES SPEARS AT THE THE SEA CREATURES.

PLAYER SCORES 500 POINTS FOR HITTING THE SHARK(LONG RANGE), 400 FOR THE OCTOPUS, 300 FOR THE SHARK(CLOSE RANGE), AND 200 FOR THE SWORDFISH. BUT BE CAREFUL, IF PLAYER HITS THE SKINDIVER HE IS PENALIZED 500 POINTS.

WHEN THE PLAYER'S SCORE REACHES 7000 POINTS MOVEMENT OF THE TARGETS SPEEDS UP.

ONE FREE PLAY IS AWARDED FOR SCORE OF 18,000POINTS(OPERATOR ADJUSTABLE).

FEATURES

PREVIOUS HIGH SCORE IS DISPLAYED ON THE SCREEN FOR ALL TO CHALLENGE.

THREE DIMENSIONAL COLOR BACKGROUND SCENERY REALISTICALLY DEPICTS AN UNDERWATER SCENE

FOR DEPENDABILITY THE GAME USES MOST RECENT SOLID STATE DESIGN WITH THE INTEL 8080A MICROPROCESSOR AS ITS BASE.

SPECIFICATIONS

Height 1745mm
Width 650mm
Depth 900mm
Weight 101kg
Power ..... 100/110/220/240V 50/60Hz(Adjustable)

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